Jan Pabisiak

Curriculum Vitae

Last update: 24th February 2025



ABOUT ME

Passionate web developer dedicated to expanding skills and delivering innovative, reliable coding solutions that drive user experiences and enhance digital functionality.

Born: April 2, 2004 Location: Lodz, Poland

EDUCATION

University of Lodz, Poland

Computer Science

Student, II year. After completing: Bachelor of Engineering

Languages:

- Polish native proficiency
- English B2 proficiency

Student activity:

- Year prefect
- Deputy chairman of the Scholarship and Social Committee at the Faculty of Physics and Applied Computer Science
- Volunteer at the LDI 2024 event
- Co-organiser of the "GameJam Uniwersytetu Łódzkiego" event in 2024

Hobbies:

- Fitness
- Educational podcasts
- Reading non-fiction books

Skills:

- HTML, CSS, Sass
- JavaScript, TypeScript
- Node.js, Express.js
- REST API
- React
- PostgreSQL
- GIT

Projects:

- CREDO-Maze a team project carried out as part of a scientific study led by Prof.
 Tadeusz Wibig, PhD, DSc. I am responsible for building a web app with its API and designing the database. Project in progress.
- Meuka a MERN stack-based eCommerce WebApp with secure authentication, API integration, and a sleek user interface. Solo project.
- <u>JustBucks</u> a web-based finance tool built with React for tracking income, expenses, and financial health. Solo project.
- Weather App a JavaScript weather app with MVC architecture, offering real-time forecasts, location auto-detection, and search history. It was built for responsive design and seamless data handling—a solo project.
- <u>Tic-Tac-Toe</u> a Ivl game written in JavaScript, player vs. player and player vs.
 PC modes, minimalist design, and light/dark themes. Simple, smooth, and intuitive gameplay. Solo project.

Additional info:

- Driving license: category B
- Desire for skills development and education
- Ability to work under time pressure.



Mobile phone: +48 796 552 272



LinkedIn: janpabisiak



Email: contact@janpabisiak.com



GitHub: janpabisiak